

Appl. No. 09/650,258
Amdt. dated March 2, 2005
Response to Office action of September 2, 2004

In the Claims:

Claim 1 is amended herein. Claims 5 and 13 are canceled. New claims 15 and 16 are added. The remaining claims are not amended in this response.

1. (currently amended) A game apparatus comprising:
 - movement processing unit for moving a character corresponding to a player along a predetermined course set in a three-dimensional game space;
 - viewpoint setting unit for setting a plurality of viewpoints in the field of view in which said character is included, corresponding to the course; and
 - image preparing unit for selectively preparing two-dimensional images corresponding to said plurality of viewpoints set by said viewpoint setting unit, at the time of moving the character along the course,

wherein three-dimensional objects corresponding to at least one of enemy characters except for the character corresponding to a player, traps and items are arranged in manner of different contents and different order in said field of view corresponding to each of a plurality of viewpoints.

2. (original) The game apparatus according to claim 1, further comprising image data storing unit for storing image data

Appl. No. 09/650,258
Amdt. dated March 2, 2005
Response to Office action of September 2, 2004

necessary for said image preparing unit for preparing two-dimensional images corresponding to said plurality of viewpoints, wherein said image preparing unit selectively prepares said two-dimensional image corresponding to one of said plurality of viewpoints.

3. (original) The game apparatus according to claim 1, further comprising viewpoint switching unit for switching said viewpoints set by said viewpoint setting unit,

wherein a scene change is performed by discretely switching the content of said two-dimensional image prepared by said image preparing unit.

4. (original) The game apparatus according to claim 3, further comprising branch deciding unit for deciding a story branch generated when the movement processing unit moves said character,

wherein said viewpoint switching unit switches said viewpoint when said branch deciding unit detects said story branch.

5. (canceled)

6. (original) The game apparatus according to claim 1, further comprising game directing unit for generating different events in accordance with said plurality of viewpoints while said movement processing unit is moving said character.

Appl. No. 09/650,258
Amdt. dated March 2, 2005
Response to Office action of September 2, 2004

7. (original) The game apparatus according to claim 6, wherein said game directing unit changes the level of difficulty of said events corresponding to said plurality of viewpoints.

8. (original) A game image preparation method, comprising:
a first step of moving a character corresponding to a player along a predetermined course set in a three-dimensional game space;
a second step of setting a plurality of viewpoints in the field of view in which said character is included when said character moves in said first step; and
a third step of preparing two-dimensional images corresponding to said plurality of viewpoints set in said second step when said character moves in said first step.

9. (original) An information storage medium, comprising:
a program for moving a character corresponding to a player in a predetermined course set in a three-dimensional game space and setting a plurality of viewpoints in the field of view in which said character is included; and
a program for preparing two-dimensional images corresponding to said plurality of viewpoints.

10-13. (canceled)

14. (previously presented) The game apparatus according to claim 1, wherein said image preparing unit generates the

Appl. No. 09/650,258
Amdt. dated March 2, 2005
Response to Office action of September 2, 2004

plurality of the two-dimensional images including different contents with corresponding the common three-dimensional game space to each of the plurality of the viewpoints.

15. (new) The game apparatus according to claim 1, wherein the three-dimensional objects corresponding to said character corresponding to a player, said enemy characters, said traps and said items are configured by polygons.

16. (new) The game apparatus according to claim 1, wherein said image preparing unit performs perspective projection conversion based on the viewpoint set by said viewpoint setting unit to said three-dimensional objects and generates said two-dimensional images.